

VICI meeting 24/03/2009

Present: Catholijn, Koen, Willem Paul, Joost, Wietske, Dmytro, Alina

Absent: Pascal

Agenda:

1. Preference Review Post-it technique
2. web-based version of GENIUS
3. Monopoly experiment
4. rebase literature database demo

1. Alina explains the post-it method to structure and categorize papers for a review papers. In this case we used the method for a review on preference elicitation that we will write. The categories are *Techniques, Goals, Research Area, Characteristics, Application, Application Domain*. For each idea (either brainstormed or seen in literature) we write a post-it and put it in the right category.

Advantage of the method:

- post-it notes are easy to move around/remove
- we get an overview over all topics in the area
- once we categorize the papers we read we see clusters
- we can find gaps in the literature

2. Dmytro explains the development of the GENIUS software from a standalone application to a web-based one.

Features in the standalone version (3.0):

- agent vs agent negotiation
- analytical toolbox
- human vs agent negotiation via 2 GUIs (simple and advanced)
- preference elicitation based on utilities

Human-human negotiation is a problem in this version because both users would have to use same computer → therefore we need a web-based version.

Features planned for the web-based version:

- running in browser (no client software to download)
- all features of the standalone version
- human vs human negotiation
- negotiation manager sets up a negotiation, matches people for negotiation (experimental set up)
- flexible framework: everyone can plug-in new modules, e.g. for preference elicitation, questionnaires

Additional ideas:

- chat function (Willem Paul)
- advice (Alina, Koen)
- login, people can negotiate whenever they want (Dmytro)
- list of people to negotiate with, user can select himself (Dmytro)

3. Joost explains the experiment he and Willem Paul are going to do. It has 2 goals:

- gathering material of emotional stimuli to test emotion measurement tools
- understand emotions in a negotiation setting

Pilot study: Miro, Hani, Joost and Alina play monopoly, the session is videotaped. Hani annotated parts of the video.

Results:

- there was not much variation in the emotions displayed, people were mostly happy (game setting)
- negative emotions weren't displayed.
- it is hard to match game play to a real life negotiation situation

We have a discussion where Joost and Willem Paul explain the necessity for gathering emotion material from a real life negotiation instead of using available emotion stimuli material. We also discuss the problem of displayed vs. felt emotions.

4. Wietske suggests a better way to keep a bibliography on the WIKI and gives a demo of the rebase literature database that is used by the graphics group at the moment. In this database you can import and export bibtex and endnote references and add notes which makes it more useful than the old bibliography on the WIKI.